

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:
a display device;
a processor that communicates with the display device;
a plurality of selections that are each at least partially sequentially and individually presented to a player for a limited time period for said selection by the display device, each said limited time period displayed to the player by said display device;

an input in communication with the processor for enabling the player to accept each selection during said limited time period for said selection; and

an award provided to the player that includes values associated with each of the selections accepted by the player during the limited time periods respectively of said selections.

Claim 2 (currently amended): The gaming device of Claim 1, wherein ~~the award provided to the player includes the values associated with a~~ number of selections ~~is predefined number of the selections.~~

Claim 3 (currently amended): The gaming device of Claim 2, wherein one of the ~~selection~~ selections yields an increase-picks that increases the predefined number of selections that may be selected by the player.

Claim 4 (original): The gaming device of Claim 1, wherein one of the selections yields a speed-change that increases the limited time period for at least one subsequent selection.

Claim 5 (original): The gaming device of Claim 1, wherein one of the selections yields a speed-change that decreases the limited time period for at least one subsequent selection from a first length of time to a second length of time.

Claim 6 (original): The gaming device of Claim 5, which includes a first value range for each of the selections presented when the limited time period is the first length of time and a second value range for each of the selections presented when the limited time period is the second length of time.

Claim 7 (original): The gaming device of Claim 6, wherein the value ranges are weighted so that at least one value in the range is randomly selected more often than at least one other value.

Claim 8 (original): The gaming device of Claim 6, wherein the second value range includes a speed-change entry.

Claim 9 (original): The gaming device of Claim 6, wherein the second value range has a larger average value than the first value range.

Claim 10 (original): The gaming device of Claim 6, wherein the value range which is a current value range is displayed by the display device.

Claim 11 (original): The gaming device of Claim 6, wherein values of the value range which is a current value range are displayed by the display device.

Claim 12 (original): The gaming device of Claim 6, wherein the award provided to the player includes values from a predefined number of the selections accepted within the first and second lengths of time.

Claim 13 (original): The gaming device of Claim 12, wherein the award provided to the player is a mathematical combination of the values associated with a predefined number of selections, the combination selected from the group consisting of: addition and multiplication.

Claim 14 (original): The gaming device of Claim 1, which includes a plurality of value ranges having a choice that yields a speed-change, wherein the ranges are each associated with a different length of time in which the player is enabled to accept said choices.

Claim 15 (original): The gaming device of Claim 1, wherein values associated with non-accepted selections are revealed by the display device after the limited time periods have lapsed.

Claim 16 (original): The gaming device of Claim 1, wherein the display device includes a touch screen and the input includes an area on the touch screen.

Claim 17 (original): The gaming device of Claim 1, wherein the values not accepted by the player are displayed by the display device.

Claim 18 (currently amended): The gaming device of Claim 1, wherein the limited time period for at least one of the selections is based on a displayed movement of said a selection at a predefined speed through a predefined distance.

Claim 19 (original): The gaming device of Claim 18, wherein at least one selection yields a speed-change that increases the speed of the at least one selection on the display device from a first speed to a second speed.

Claim 20 (original): The gaming device of Claim 19, which includes a first value range for one of the selection(s) moving at the first speed and a second value range for one of the selection(s) moving at the second speed.

Claim 21 (currently amended): A gaming device comprising:
a display device;
a processor that communicates with the display device;
a plurality of selections that are each at least partially sequentially and individually presented to a player for a limited time period for said selection by the display device, the limited time period for said selection displayed to the player by the display device;
an input in communication with the processor for enabling the player to accept each selection during the limited time period for the selections;
a value associated with each selection, which is revealed upon an acceptance of a selection or after the time period for the selection has lapsed; and
an award provided to the player that includes values associated with each of the selections accepted by the player during the limited time periods respectively for said selections.

Claim 22 (currently amended): A gaming device comprising:
a display device;
a processor that communicates with a display device;
a plurality of selections that are each at least partially sequentially and
individually presented to a player for a time period for said selection by the display
device;
an input in communication with the processor for enabling the player to accept
one of the selections during the time period for said selection, the time period for said
selection displayed by the display device;
a speed-change associated with a selection which changes the time period for
accepting selections; and
an award provided to the player that includes a value associated with each of the
accepted ~~selection~~selections.

Claim 23 (currently amended): The gaming device of Claim 22, wherein the
display device displays a value associated with one of the~~a~~ selections that is not
accepted by the player within the time period for said ~~the~~ selection.

Claim 24 (original): The gaming device of Claim 22, which includes a plurality of
value ranges each associated with a different time period.

Claim 25 (original): The gaming device of Claim 24, wherein at least one value
range includes an entry for the speed-change and is weighted so that the speed-change
is weighted differently than a value in said value range.

Claim 26 (original): The gaming device of Claim 25, wherein upon acceptance of
a selection that yields a speed-change, the time period decreases and a value range
changes to one having a higher average value.

Claim 27 (original): The gaming device of Claim 25, wherein the award provided to the player includes values that are selected from the plurality of value ranges until a predefined number of values are accepted.

Claim 28 (original): The gaming device of Claim 25, wherein the award provided to the player includes values that are selected from the plurality of value ranges until a terminator is selected.

Claim 29 (currently amended): A gaming device comprising:
a display device;
a processor that communicates with the display device;
a plurality of selections that are each at least partially sequentially and individually presented to a player for a limited time period for said selection by the display device, said limited time period for each selection based on ~~one of the~~ selections selection moving at a predefined velocity through a stationary distance;
an input in communication with the processor for enabling the player to accept each selection during said limited time period for said selection; and
an award provided to the player that includes values associated with each of the selections accepted by the player respectively during the limited time periods of said selections.

Claim 30 (original): The gaming device of Claim 29, which includes a revealed award selection on the display device, wherein a non-accepted selection is revealed when it moves past the predefined distance.

Claim 31 (original): The gaming device of Claim 29, wherein one of the selections yields a velocity-change that changes the velocity of the selections.

Claim 32 (original): The gaming device of Claim 29, wherein one of the selections yields a velocity-change that holds the velocity of the selections constant and decreases the predefined distance.

Claim 33 (original): The gaming device of Claim 29, which includes a plurality of value ranges that are each associated with a different selection velocity.

Claim 34 (original): The gaming device of Claim 33, wherein the award provided to the player includes values selected from the plurality of value ranges until a predefined number of values are accepted.

Claim 35 (original): The gaming device of Claim 33, wherein if a picked selection yields a velocity-change, the velocity subsequently increases and one of the value ranges having a higher average value is subsequently used by the processor.

Claim 36 (currently amended): The gaming device of Claim 35, wherein the value range having the higher average value also has a lower probability of yielding a velocity-change.

Claim 37 (currently amended): A gaming device comprising:

- a display device;
- a processor in communication with the display device;
- a plurality of selections that are each at least partially sequentially and individually presented to a player for a time period for said selection by the display device, the time period displayed by the display device;
- an input in communication with the processor for enabling the player to accept ~~one~~ each of the selections during the time period for said selection;
- a velocity-increase associated with one of the selections which changes the time period for accepting subsequent selections;
- a plurality of value ranges each associated with a different time period; and
- an award provided to the player that includes a value associated with at least one accepted selection.

Claim 38 (currently amended): A gaming device comprising:

- a display device;
- a plurality of ranges of values;
- a plurality of selections, ~~that~~ wherein at least one of the selections yield either yields both a value ~~or velocity-change~~ from one of said ranges of values and a velocity change;
- a plurality of time periods each set by a selection moving at a predefined velocity through a stationary distance;
- an input for enabling the player to pick the selections while moving through the stationary distance; and
- a processor in communication with the display device and the input, wherein the processor causes the display device to present at least one selection having values from a first one of the ranges during a first time period, causes the display device to present at least one selection having a value from a second ranges when a selection having a velocity-change is selected from the first range, and provides an award to the player based on the values associated with the selections picked by the player while moving through the stationary distance.

Claim 39 (currently amended): A gaming device comprising:

- a display device;
- a processor that communicates with the display device;
- a plurality of selections that are each at least partially sequentially and individually presented to a player for a limited time period by the display device, said limited time period for each selection based on ~~one of the~~ said selections moving at a predefined velocity through a stationary distance, and wherein at least one of the selections yields a velocity-change which maintains said pre-defined velocity of said selection and which decreases the stationary distance;
- an input in communication with the processor for enabling the player to accept each selection during said limited time period for said selection; and
- an award provided to the player that includes values associated with selections accepted by the player during the limited time periods of said selections.